

Teresa Campos de Ramirez

Nation: Castille

Wealth: 3

Membership: _____

ARCANA

Friendly: you are treated as a friend on first meeting

Underconfident: +1HP when you get someone else spend a HP or Advantage to help you.

BACKGROUNDS

Aristocrat: +1HP when you prove there is more to nobility than fancy clothing.

Courtier: +1HP when you stop violence with charm and flair.

REPUTATION

Corruption: _____

STORIES

TRAITS

Brawn ○~~○~~○○○○
Finesse ○~~○~~○○○○
Wits ○○~~○~~○○○
Resolve ○~~○~~○○○○
Panache ○○○~~○~~○

SKILLS

Aim _____ ~~○~~○○○○ Notice _____ ○~~○~~○○○
Convince _____ ○○~~○~~○ _____ ○○○○
Empathy _____ ○○~~○~~○ _____ ○○○○
Ride _____ ○~~○~~○○○ _____ ○○○○
Scholarship ~~○~~○○○○ _____ ○○○○
Perform _____ ○○~~○~~○ _____ ○○○○
Tempt _____ ○○~~○~~○ _____ ○○○○
Weaponry ~~○~~○○○○ _____ ○○○○

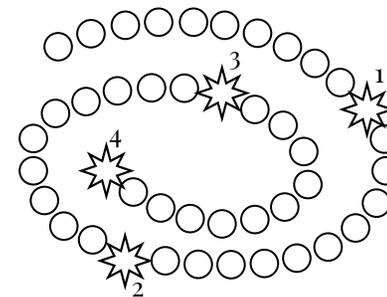
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ADVANTAGES

Rich: You have 3 wealth
Disarming Smile: Spend HP to keep someone from taking a violent action.
Friend at Court: Spend HP to have an ally present
An Honest misunderstanding: Spend 1 HP to alter, redact or reinterpret what another hero just said.
Come Hither: Spend 1HP to lure someone into a room and leave them there.
Inspire Generosity: Spend 1 HP to get someone to give you something they have that you want.
Able Drinker: alcohol does not effect you

WOUNDS



- 1: +1d10 to all Risks.
- 2: Villains gain 2 bonus dice against you.
- 3: Your 9's count as 10's during Risks.
- 4: You become Helpless.

The Heroes of Altamira have saved your life more often than you would care to count. And while Alexis and Primo are fun to toy with, they are not the sort you want to keep around for long. But some of those heroes... they may be in your future. You are not sure what happened to them but you are pretty sure whoever has them are not just bandits or freedom fighters or whatever they are calling themselves. You have been taken hostage enough times to know something more is going on. And that experience might help rescue your new friends. It certainly is worth more than the errand boy or the vagrant will do. Plus, Carlos has involved himself and that never bodes well. Equipment: you brought a small knife and a cleverly concealed pistol in case things go wrong. But as always, your best weapon is your words.